We claim:

1. A method for translating a virtual memory address into a physical memory address in a multi-node system, the method comprising:

providing the virtual memory address at a source node;

determining that a translation for the virtual memory address does not exist;

determining a physical node to query based on the virtual memory address;

querying an emulated remote translation table (ERTT) segment on the physical node for the translation for the virtual memory address; and

if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

2. The method of claim 1, wherein the ERTT segment resides in a generally accessible memory on the physical node.

3. The method of claim 1, wherein determining a physical node includes mapping a virtual node to the physical node.

4. The method of claim 3, wherein mapping a virtual node to a physical node uses a mapping provided by an ERTT header located at a well known location to all nodes used by an application

5. The method of claim 4, wherein the ERTT header is located on a predetermined virtual node.

6. A computerized system for managing virtual address translations, the system comprising:

a plurality of nodes available for executing programs, each of said nodes having a node memory; and

an operating system executable by a source node of the plurality of nodes, the operating system operable to:

receive a virtual memory address at the source node;

determine that a translation for the virtual memory address does not exist on the source node;

determine a physical node to query based on the virtual memory address;

query an emulated remote translation table (ERTT) segment on the physical node for the translation for the virtual memory address; and

if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

7. The system of claim 6, wherein the ERTT segment resides in a generally accessible memory on the physical node.

8. The system of claim 6, wherein the physical node is determined by mapping a virtual node to the physical node.

9. The system of claim 3, further comprising an ERTT header located at a well known location to all nodes used by an application to provide the mapping from a virtual node to a physical node.

10. The system of claim 9, wherein the ERTT header is located on a predetermined virtual node.

11. A computer-readable medium having computer executable instructions for executing a method for translating a virtual memory address into a physical memory address in a multi-node system, the method comprising:

providing the virtual memory address at a source node;

determining that a translation for the virtual memory address does not exist;

determining a physical node to query based on the virtual memory address;

querying an emulated remote translation table (ERTT) segment on the physical node for the translation for the virtual memory address; and

if the translation is received then loading the translation into a translation lookaside buffer (TLB) on the source node.

12. The computer-readable medium of claim 11, wherein the ERTT segment resides in a generally accessible memory on the physical node.

13. The computer-readable medium of claim 11, wherein determining a physical node includes mapping a virtual node to the physical node.

14. The computer-readable medium of claim 13, wherein mapping a virtual node to a physical node uses a mapping provided by an ERTT header located at a well known location to all nodes used by an application

15. The computer-readable medium of claim 14, wherein the ERTT header is located on a predetermined virtual node.